IN THE CLAIMS

1. (Currently Amended) A method comprising:

identifying available data packets for transmission, the available data packets being of a plurality of data packet types corresponding to different numbers of time-slots required for data packet transmission;

determining how many time-slots are available for the transmission;

upon determining [[the]] a number of the available time slots, identifying a subset of the plurality of data packet types that fit into the available time-slots and meet a minimum transfer length requirement;

determining whether any of the identified data packet types are capable of transmitting an entire required data length;

if any of the identified data packet types are capable of transmitting the entire required data length, choosing for the transmission, from the data packet types capable of transmitting the entire required data length, a data packet type capable of transmitting most data in a shortest time; and

if none of the identified data packets are capable of transmitting the required data length, choosing for the transmission, from the identified data packet types, a data packet type capable of transmitting most data in a shortest time.

2-4. (Canceled)

5. (Previously presented) The method of claim 1 wherein the identified data packet types not only fit into the available time-slots and meet the minimum transfer length

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requirement but are also least prone to a transmission error.

6. (Previously presented) The method of claim 1 wherein the identified data packet types
not only fit into the available time-slots and meet the minimum transfer length
requirement but can also be transmitted in a transmitter logic low power mode.

7. (Previously presented) A computer-readable medium having stored thereon a set of
instructions, which when executed by a processor, cause the processor to perform a
method comprising:

        identifying available data packets for transmission, the available data packets
being of a plurality of data packet types corresponding to different numbers of time-slots
required for data packet transmission;

        determining how many time-slots are available for the transmission;

        upon determining the number of the available time slots, identifying a subset of
the plurality of data packet types that fit into the available time-slots and meet a
minimum transfer length requirement;

        determining whether any of the identified data packet types are capable of
transmitting an entire required data length;

        if any of the identified data packet types are capable of transmitting the entire
required data length, choosing for the transmission, from the data packet types capable of
transmitting the entire required data length, a data packet type capable of transmitting
most data in a shortest time; and

        if none of the identified data packets are capable of transmitting the required data
length, choosing for the transmission, from the identified data packet types, a data packet

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type capable of transmitting most data in a shortest time.

8-10. Canceled.

11. (Previously presented) The computer-readable medium of claim 7 wherein the identified data packet types not only fit into the available time-slots and meet the minimum transfer length requirement but are also least prone to a transmission error.

12. (Previously presented) The computer-readable medium of claim 7 wherein the identified data packet types not only fit into the available time-slots and meet the minimum transfer length requirement but can also be transmitted in a transmitter logic low power mode.

13. (Currently Amended) A computing system comprising:

      a memory to store instructions; and

      a processor, coupled to the memory, the processor executing the instructions that cause the processor to:

      identify available data packets for transmission, the available data packets being of a plurality of data packet types corresponding to different numbers of time-slots required for data packet transmission;

      determine how many time-slots are available for the transmission;

      identify, upon determining the number of the available time slots, a subset of the plurality of data packet types that fit into the available time-slots and meet a minimum transfer length requirement; and

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determine whether any of the identified data packet types are capable of

transmitting an entire required data length,

if any of the identified data packet types are capable of transmitting the entire

required data length, [[to]] choose for the transmission, from the data packet types

capable of transmitting the entire required data length, a data packet type capable of

transmitting most data in a shortest time, and

if none of the identified data packets are capable of transmitting the required data

length, [[to]] choose for the transmission, from the identified data packet types, a data

packet type capable of transmitting most data in a shortest time.

14. (Canceled)

15. (Previously presented) The computing system of claim 13 wherein the identified data

packet types not only fit into the available time-slots and meet the minimum transfer

length requirement but are also least prone to a transmission error.

16. (Previously presented) The computing system of claim 13 wherein the identified data

packet types not only fit into the available time-slots and meet the minimum transfer

length requirement but can also be transmitted in a transmitter logic low power mode.

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